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| <div>Bleachbone Verge</div> <div>Land</div> <div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>Bleachbone Verge</div> <div>Land</div> <div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>Boggart Trawler 2B</div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>BACK FACE</div> <div>Boggart Bog</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                   | <div>Boggart Trawler 2B</div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>BACK FACE</div> <div>Boggart Bog</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                       |
| <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Emperor of Bones 1B</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Ephemerate W</div> <div>Instant</div> <div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div><div>Flickerwisp</div><div>1W</div></div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Flickerwisp</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental</div> <div> <div>Flying</div> <div>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Godless Shrine</div> </div> <div> <div>Land -- Plains Swamp</div> <div> <div>{T}: Add {W} or {B}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                   |
| <div> <div>Godless Shrine</div> </div> <div> <div>Land -- Plains Swamp</div> <div> <div>{T}: Add {W} or {B}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                       | <div> <div>Ketramose, the New Dawn</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- God</div> <div> <div>Menace, lifelink, indestructible</div> <div>Ketramose can't attack or block unless there are seven or more cards in exile.</div> <div>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ketramose, the New Dawn</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- God</div> <div> <div>Menace, lifelink, indestructible</div> <div>Ketramose can't attack or block unless there are seven or more cards in exile.</div> <div>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ketramose, the New Dawn</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- God</div> <div> <div>Menace, lifelink, indestructible</div> <div>Ketramose can't attack or block unless there are seven or more cards in exile.</div> <div>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - Mesiona, Brian - Modern (Oversized Modern - SCG CON Charlotte - Sunday -

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Ketramose, the New Dawn (1)(W)(B)</div> <div>Legendary Creature -- God</div> <div>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>March of Otherworldly Light (X)(W)</div> <div>Instant</div> <div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                        | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                        |
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| <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                         | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                         |

## Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus

①

Artifact

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus

①

Artifact

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Relic of Progenitus

①

Artifact

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

([T]: Add [W] or [B].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Solitude

3 W W

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Solitude

3 W W

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
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| <div> <b>Solitude</b> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>           Lifelink<br/>           When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>           Evoke--Exile a white card from your hand.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Solitude</b> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>           Lifelink<br/>           When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>           Evoke--Exile a white card from your hand.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div>           ({T}: Add {B}.)         </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            | <div> <b>The Wandering Emperor</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Legendary Planeswalker         </div> <div>           Flash<br/>           As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>           [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>           [-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>           [-2]: Exile target tapped creature. You gain 2 life.         </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Thoughtseize</b> <div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.         </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                            | <div> <b>Thoughtseize</b> <div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.         </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                            | <div> <b>Thoughtseize</b> <div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.         </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Windswept Heath</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.         </div> <div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                 |

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| <div> <b>Windswept Heath</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Witch Enchanter</b> </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <b>Witch Enchanter</b> </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <b>Witch Enchanter</b> </div> <div> Creature -- Human Warlock </div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     |
| <div> <b>Celestial Purge</b> </div> <div> Instant </div> <div> Exile target black or red permanent. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <b>Drannith Magistrate</b> </div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> <div>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Drannith Magistrate</b> </div> <div> Creature -- Human Wizard </div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div> <div>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Relic of Progenitus</b> </div> <div> Artifact </div> <div> {T}: Target player exiles a card from their graveyard. </div> <div> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Mesiona, Brian - Modern (Oversized Modern - SCG CON Charlotte - Sunday -

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Stony Silence</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div><div>Stony Silence</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                       | <div><div><div>Vindicate</div><div><div>1</div><div>W</div><div>B</div></div></div><div>Sorcery</div><div>Destroy target permanent.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                              | <div><div><div>Vindicate</div><div><div>1</div><div>W</div><div>B</div></div></div><div>Sorcery</div><div>Destroy target permanent.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                              |
| <div><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div></div><div>Creature -- Spirit Knight</div><div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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